

# GUARDIAN HEROES



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You like fighting games?  
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- Select from several different story paths that lead to different endings.



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SEGA®



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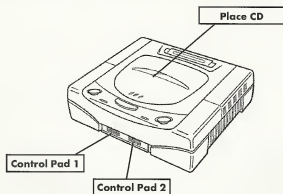
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## STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.
2. Place the *Battle Arena Toshinden™ Remix* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress or the game ends and you want to restart it, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## THE ULTIMATE TOURNAMENT



Gaia is the leader of a secret underworld organization in Earth's future. He has invited some of the world's best fighters to war against one another in the Techno-Rage, also known as the Toshinden Tournament. But for what reason is he sponsoring the event?



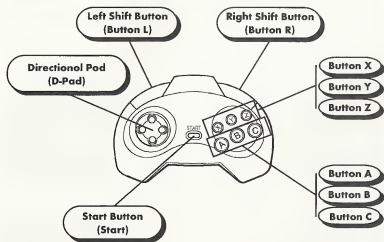
There is no doubt all will fight. The stakes are too high, for each is here to win that which he or she values most. There is no backing down. Eight have been invited, but only one can emerge the winner, and then...



Select a fighter and get ready for battle! Will your fighter go the distance? The other fighters don't think so. Prove them wrong.



## TAKE CONTROL



### Control Select screen During Play

| Control                            | Select screen                     | During Play                          |
|------------------------------------|-----------------------------------|--------------------------------------|
| Start                              | Forwards to next screen           | Pauses game; resumes play            |
| D-Pad<br>(Left/Right)<br>(Up/Down) | Sets options<br>Moves highlighter | Controls fighter<br>Controls fighter |
| Button A                           | Forwards to next screen           | Fighter performs Weak Kick           |
| Button B                           | Returns to previous screen        | Fighter performs Heavy Kick          |
| Button C                           | Forwards to next screen           | Fighter performs F Rotate            |
| Button X                           | No function                       | Fighter performs Weak Slash          |
| Button Y                           | No function                       | Fighter performs Heavy Slash         |
| Button Z                           | No function                       | Fighter performs D Rotate            |
| Button L                           | No function                       | Fighter performs D Rotate            |
| Button R                           | No function                       | Fighter performs F Rotate            |

**Note:** These are the default settings. All listed above except for Start and D-Pad can be changed. See *Options*, pages 6-7.

## GETTING STARTED

After the Sega and Takara® logos, the game intro begins. Press Button A, B or C or Start during the intro. From the Title screen, press Start to forward to the Mode Select screen, or to watch the demo, simply wait a few moments.



During the demo, press Start at any time to bring up the Title screen.

Select one of the game modes from the Mode Select screen. Press the D-Pad UP/DOWN to highlight, and Button A or C or Start to select.



### Story Mode

Will your character's hopes be fulfilled? Your performance in the tournament determines that.

### 1P Game

Fight all other opponents one at a time. There's no story in this mode.

### VS Human

Let your friend find out the hard way that you rule the ring. Both players can select the same character if desired.

### VS Computer

Having trouble getting the moves down? Select VS Computer and train until you're good and ready to take on any challenger.

### Options

Change features of the game.



## Story Mode

Some of what your opponent says is boasting, but the rest helps reveal what yet awaits your character.

**Note:** Press Button A, B or C or Start to skip the character intro or a conversation and head directly into battle.



Should you lose a match, all is not yet lost! The Continue screen appears. Press Start before the timer reaches zero to continue from the start of the match you previously lost.

## 1P Game

Defeat a fighter and the computer selects the next. If you get far enough, some unexpected fighters might start showing up!



If you lose a match, CONTINUE appears on the screen. Press Start before the timer reaches zero to continue.

A second player can join this mode if desired. While the first player is battling against the computer, press Start on the Control Pad not currently being used (for more on two-player battle, see *VS Human*, next page).

## VS Human

Blast your friend out of the ring! For this mode, be sure that a second Control Pad is plugged into Port 2 of the Sega Saturn (see *Starting Up*, page 2).

Both players can select the same fighter from the Player Select screen if desired.

When a two-player battle ends, the loser of the match decides whether to challenge the winner again or call it quits. Press Start before the timer reaches zero for a rematch. Time to choose your fighters.

If no rematch is made, the game defaults to a 1P Game.

**Note:** To use SPECIAL buttons for Special Attacks in two-player games, set the Level option for Easy or Very Easy (see page 6).

## VS Computer

Select first your fighter and then the computer-controlled opponent from the Player Select screen.



If you win, the Player Select screen appears. Why not select a different character to use or a different opponent to battle this time?

If you lose, press Start before the timer reaches zero and you're back in the ring.

A second player can join this mode if desired. Press Start on the Control Pad not currently being used. Both players select fighters from the Player Select screen (for more on two-player battle, see *VS Human*, above).

After the match is fought, if the loser does not choose to rematch, the game defaults to a 1P Game.



## FIGHTING TO VICTORY

In each match your fighter must win a set number of rounds to be the match winner. Two rounds is the default setting (to change the number of rounds needed to win the match see *Options*, page 6).

You can win a round in one of three ways:



Reduce your opponent's vitality to zero...

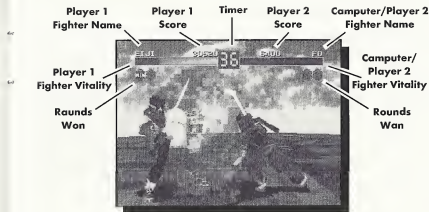


...force your opponent out of the ring...

...or inflict more damage on your opponent than you receive; when the timer reaches zero, the character with more vitality remaining wins (you can win this way if the timer feature is enabled—see *Options*, page 6).



## GAME SCREEN



### Fighter Vitality

Each time a character takes damage, this bar's length decreases. When a fighter has lost 1/3 of his/her vitality, the bar turns red, and finally starts flashing when almost empty.

### Timer

Displays the amount of time remaining in the round. To set the length of the round, see *Options*, page 6.

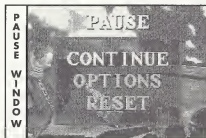
### Rounds Won

Shows the number of rounds each character has won for the match. Set the number of rounds needed for a match victory in *Options*, page 6.

## PAUSING THE GAME

While in the heat of battle you can change game features or quit the match.

Press Start to bring up the Pause window. Press the D-Pad UP or DOWN to highlight, and press Button A or C or Start to select one of the following:

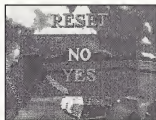


|          |                                    |
|----------|------------------------------------|
| CONTINUE | To return to the match in progress |
| OPTIONS  | To change game features            |
| RESET    | To return to the Title screen      |

### When you select OPTIONS...

The Options screen appears (see page 6). Note that you can not access the LEVEL and SET POINT features for a match in progress. If you change the BOUT TIME, all rounds after the current round are affected.

After you exit the Options screen, the Pause window appears.



### When you select RESET...

This window appears. Press the D-Pad UP or DOWN to select YES (to return to the game intro) or NO (to return to the Pause window). Press Button A or C or Start to confirm.

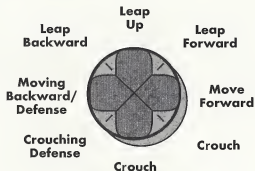
**Note:** You can also reset a game by pressing Start and Buttons A, B and C simultaneously.

## USING THE FIGHTER

These are the moves for all of the fighters in Toshinden. **All of these instructions are for a character facing right. Reflect the instructions when your character is facing left.**

### Basic Moves

To perform the following moves, press the D-Pad in the direction indicated.



### Key

Use this key for both Moving the Character and Attacking (see the following pages).

- ⇒... Press the D-Pad in the direction indicated
- ... Hold the D-Pad in the direction indicated
- ⇒⇒... Press the D-Pad in the direction indicated repeatedly
- R... Press the listed button.
- R... Hold the listed button until the action is completed.



## Moving the Character

Some of the controls listed for the moves below can be changed. Access the **CONTROL TYPE** option on the Options screen (see page 6) for a list of all button configurations.

### Quick Approach/ Retreat (↔)

Press the D-Pad twice either toward your opponent or away from your opponent. Your character advances a few steps in those directions.



### F Rotate (R)

This is a roll the character performs towards the front of the game screen. Press Button R.



### D Rotate (L)

This is a roll the character performs towards the back of the game screen. Press Button L.



### Full Retreat (←...)

Press the D-Pad repeatedly in the direction away from your opponent. Be careful not to run out of the ring!

### Run Toward Opponent

(→→)

Press the D-Pad twice and hold in the direction of your opponent. Combine this move with attacks and catch your opponent off-guard!



### Alternating Rotation

(↻↻)

Press the D-Pad DOWN twice to roll to the side of your opponent. The direction your character rolls depends on where you stand in relation to your opponent.



## Attacks

The controls listed for the attacks on the next page are the default settings, and can be changed. Access the **CONTROL TYPE** option on the Options screen for a list of all button configurations (see page 6).



### Close Range Attack

(←, B or Y)

When in grabbing range of your opponent, hold the D-Pad in the direction opposite your opponent, and then press Button B or Y for this attack.



**H. Kick (ⓑ)**  
**W. Kick (Ⓐ)**  
Press Button B for a  
Heavy Kick or Button A  
for a Weak Kick.



**H.Slash (Ⓨ)**  
**W. Slash (×)**  
These are attacks that the  
character performs with a  
weapon or by hand.  
Press Button Y for a  
Heavy Slash or Button X  
for a Weak Slash.

## Heavy Vs. Weak...

Why choose a weak attack if a heavy attack does more damage? Timing. The heavy attack is stronger, but takes longer to perform. You might leave yourself open to counterattack. Try out both types, and discover when its best to use the heavy or the weak attack.

## Special Attacks

There are two ways to have your character perform Special Attacks.

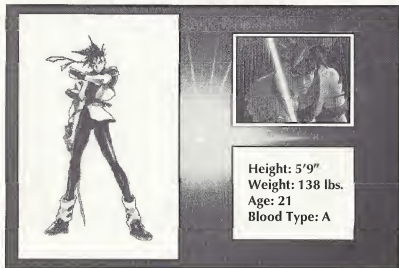
The first way is to use the SPECIAL buttons which you can configure for your Control Pad (these are listed as SPECIAL 1, SPECIAL 2, SPECIAL 3, and SPECIAL 4, and can be configured through the Control Type option on the Options screen. See page 6.). These can be used for Very Easy and Easy level play.

The second way is to perform a series of moves with the D-Pad and other buttons.

Each character has a unique set of Special Attacks. For a list of each character's Special Attacks and how to perform them, see the following pages.

## CHARACTERS

### ELJI SHINJO



Height: 5'9"  
Weight: 138 lbs.  
Age: 21  
Blood Type: A

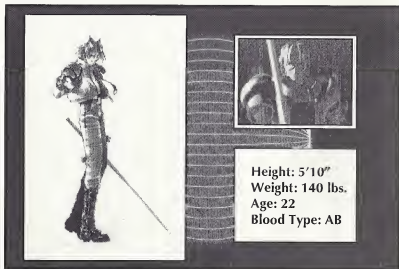
Eiji is an adventurer from medieval Japan. His older brother disappeared several years ago. Eiji has been looking for him ever since. With his "White Tiger" sword in hand, Eiji searched throughout the world. His fame spread far and wide.

One day Eiji returned back to his home to discover that an invitation had arrived. The only way he could ever see his brother again would be if Eiji entered the Toshinden Tournament. He immediately accepted.

### SPECIAL ATTACKS

| NAME        | BUTTON SEQUENCE                   | SPECIAL BUTTON#                   |
|-------------|-----------------------------------|-----------------------------------|
| Rekkuzan    | ↓ ↘ ⇒, X or Y                     | SPECIAL 1 (ⓐ)                     |
| Hishouzan   | ⇒ ↓ ↘, X or Y                     | SPECIAL 2 (ⓑ)                     |
| Ryuseikyaku | (While airborne)<br>↓ ↙ ⇐, A or B | (While airborne)<br>SPECIAL 3 (*) |
| Shugekidan  | ↘, A or B                         | SPECIAL 4 (*)                     |

# KAYIN AMOH



Height: 5'10"  
Weight: 140 lbs.  
Age: 22  
Blood Type: AB

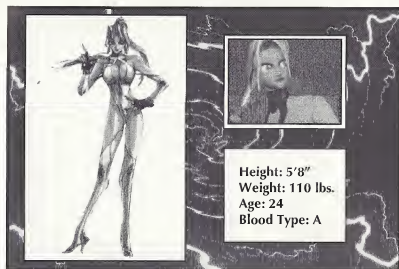
Known by his reputation as "Storm," Kayin is a bounty hunter for the underworld. Many years ago Kayin's father was murdered. In order to find the killer, Kayin trained to become a bounty hunter and swore to avenge his father's death.

Kayin has learned that the assassin won the last tournament, and is in the Toshinden Tournament again. He is ready to meet his father's murderer.

## SPECIAL ATTACKS

| NAME          | BUTTON SEQUENCE                   | SPECIAL BUTTON#                   |
|---------------|-----------------------------------|-----------------------------------|
| Sonic Slash   | ↓ ↘ ↗, X or Y                     | SPECIAL 1 (C)                     |
| Deadly Rays   | ⇒ ↓ ↘ ↗, X or Y                   | SPECIAL 2 (Z)                     |
| Scottish Moon | (While airborne)<br>↓ ↘ ↗, X or Y | SPECIAL 3 (*) or<br>SPECIAL 4 (*) |
| Leg Crush     | ↓ ↘ ↗, A or B                     | SPECIAL 3 (*) or<br>SPECIAL 4 (*) |

# SOFIA



Height: 5'8"  
Weight: 110 lbs.  
Age: 24  
Blood Type: A

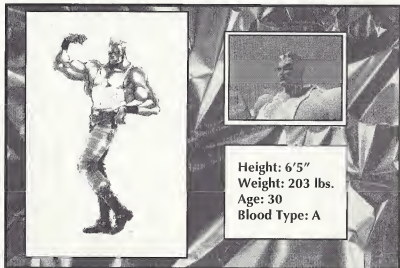
Because of her strong will and fighting ability, Sofia was recruited by the KGB and introduced to the field of espionage. She remembers little of her past, only that it was a time of great sadness. Sofia is determined to find out what tragic event happened during her childhood.

Sofia has learned that a rival organization may be linked to her past. The day she discovered this, an invitation to test her fighting ability in a very unusual tournament arrived from the very people she was investigating.

## SPECIAL ATTACKS

| NAME              | BUTTON SEQUENCE | SPECIAL BUTTON#                |
|-------------------|-----------------|--------------------------------|
| Thunder Ring      | ↓ ↘ ↗, X or Y   | SPECIAL 1 (C)                  |
| Aurora Revolution | ⇒ ↓ ↘ ↗, X or Y | SPECIAL 2 (Z)                  |
| Rattlesnake       | ↓ ↘ ↗, X or Y   | SPECIAL 3 (*)<br>SPECIAL 4 (*) |

## RUNGO IRON

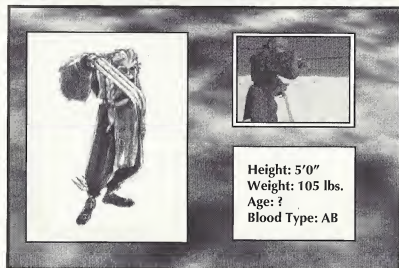


Rungo is a miner from North America. Despite his size and strength, Rungo was a gentle person—until recently. He accidentally discovered a uranium mine, and Rungo posted notice to the unwary of the dangers the mine presented.

Rungo's wife and son were kidnapped. A syndicate is demanding that Rungo release all the information related to the mine, and that he participate in the Toshinden Tournament. In exchange the organization will release his family. Rungo has accepted the conditions. But the criminals have made a great mistake—it's not good to make this big man angry.

| NAME         | BUTTON SEQUENCE | SPECIAL BUTTON# |
|--------------|-----------------|-----------------|
| Fire Wave    | ↓ ↘ ↙ X or Y    | SPECIAL 1 (C)   |
| Power Thrust | ⇒ ↓ ↘ ↙ A or B  | SPECIAL 2 (Z)   |
| Fire Strike  | ↓ ↘ ↙ X or Y    | SPECIAL 3 (*)   |
| Batter Up!   | ⇒ ↓ ↘ ↙ X or Y  | SPECIAL 4 (*)   |

## FO FAI



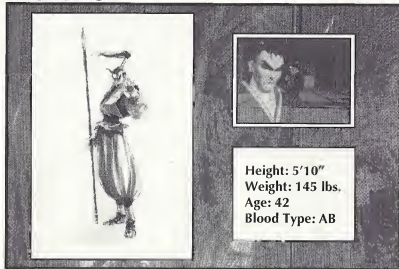
Fo Fai is a very old magician. No one is quite sure where he is from. The "Dark Magician" wanders the Chinese countryside, appearing as a harmless magician.

However, Fo Fai is actually a dangerous killer with a thirst for blood. Many unsuspecting spectators have become his victims. Unsurprisingly, his favorite color is red; the more blood he sees, the happier he is. He has been promised the opportunity to shred skilled opponents should he enter the Toshinden Tournament.

### SPECIAL ATTACKS

| NAME             | BUTTON SEQUENCE                    | SPECIAL BUTTON#                   |
|------------------|------------------------------------|-----------------------------------|
| Mystic Sphere    | ⇒ ↓ ↘ ↙ X or Y                     | SPECIAL 1 (C)                     |
| Sphere Burst     | (While airborne)<br>⇒ ↓ ↘ ↙ A or B | (While airborne)<br>SPECIAL 1 (C) |
| Pagoda Kick      | ↓ ↘ ↙ A or B                       | SPECIAL 2 (Z)                     |
| Traveling Sphere | ⇐ ↓ ↘ ↙ X or Y                     | SPECIAL 3 (*)                     |
| Claw Slide       | ↓, Y                               | SPECIAL 4 (*)<br>None             |

# MONDO



Height: 5'10"  
Weight: 145 lbs.  
Age: 42  
Blood Type: AB

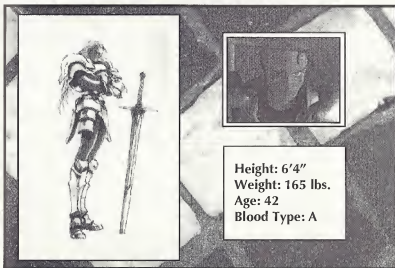
The Yaki (Night Ogre) clan played a significant role in clandestine operations throughout much of Japan's medieval history. A man named Mondo claims to be a descendant of this clan. Because he is a strong and smart fighter, supposedly trained in the traditional ways of the clan, he is often hired by organizations to spy on rivals.

Like Sofia, he has been offered an invitation to enter the Toshinden Tournament by the very organization he has been monitoring. Immediately Mondo suspected a trap, but accepted. There is no clear reason why he plans to fight. Perhaps the reasons are personal....

## SPECIAL ATTACKS

| NAME          | BUTTON SEQUENCE                   | SPECIAL BUTTON#                                 |
|---------------|-----------------------------------|---|
| Goriki Tenbu  | → ↓ ↘, X or Y                     | SPECIAL 1 (C)                                   |
| Goriki Fujin  | ↘ ↘ ↘ ↘ ↘, X or Y                 | SPECIAL 2 (Z)                                   |
| Goriki Raijin | (While airborne)<br>↘ ↘ ↘, X or Y | SPECIAL 1 (C)<br>SPECIAL 2 (Z)<br>SPECIAL 3 (*) |
| Shippu Tsuki  | ↓ ↘ ↘, X or Y                     | SPECIAL 3 (*)                                   |
| High          | ↓ ↘ ↘, X or Y                     | SPECIAL 4 (*)                                   |
| Low           | ↓ ↘ ↘, X or Y                     |   |

# DUKE RAMBERT



Height: 6'4"  
Weight: 165 lbs.  
Age: 42  
Blood Type: A

Duke Rambert, lord of a French castle, was an excellent ruler who was loved and respected by his subjects and renowned for his skill as a swordsman.

One day a man from the Far East arrived and challenged Duke Rambert to battle. Duke Rambert's sword was destroyed, and he was defeated. In a brief instant, all he held valuable was gone: his pride, his family, his kingdom.

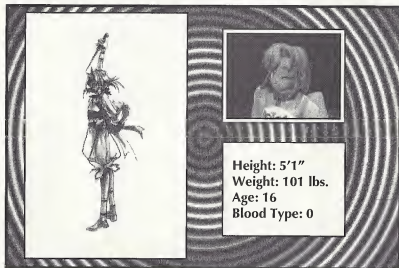
Unable to bear the shame, Duke Rambert now wanders the countryside, looking for the man from the Far East and the chance to battle once again to regain his lost pride.

## SPECIAL ATTACKS

| NAME           | BUTTON SEQUENCE                   | SPECIAL BUTTON#                   |
|----------------|-----------------------------------|-----------------------------------|
| Southern Cross | ↘ ↘ ↘ ↘, X or Y                   | SPECIAL 1 (C)                     |
| Cyclone        | ↘ ↘ ↘, X or Y                     | SPECIAL 2 (Z)                     |
| Head Crush     | (While Airborne)<br>↓ ↘ ↘, X or Y | (While Airborne)<br>SPECIAL 2 (Z) |
| Knight Strike  | → ↘ ↘ ↘, X or Y                   | SPECIAL 3 (*) or<br>SPECIAL 4 (*) |



# ELLIS



When just a baby, Ellis' family was killed in a tragic accident, and she was adopted by a circus owner's wife. Unaware of her own tragic past, Ellis grew up in a safe environment. Ellis' reputation as one of the world's best acrobats grew.

One day she overheard two members of the troupe talking about her father; injured long ago, but still living! His name was linked to a clandestine organization. Ellis thought it strange that an invitation to join a fighting tournament sponsored by the same organization arrived the next day. Though saddened by the thought of leaving the circus, she resolved to search for and meet her father.

## SPECIAL ATTACKS

| NAME             | BUTTON SEQUENCE                   | SPECIAL BUTTON# |
|------------------|-----------------------------------|-----------------|
| Tornado          | ↓ ↘ ↙, A or B                     | SPECIAL 1 (C)   |
| Flaming Crescent | → ↓ ↘, X or Y                     | SPECIAL 2 (Z)   |
|                  |                                   | SPECIAL 4 (*)   |
| Air Dance        | (While Airborne)<br>↓ ↘ ↙, A or B |                 |
| Arc Slash        | (While Airborne)<br>↓ ↘ ↙, X or Y |                 |

## KEY TO CHARACTERS MOVES

- # Available in Very Easy or Easy level games.
- \* Available in Very Easy or Easy level games, but not default settings (you need to change the Control Type option to access these).

See Options, page 6, to change the game level (Level option) or button functions (Control Type option).

## TOURNAMENT TRAINING

- For best results, start playing this game in the VS Computer mode. Set the Auto Defense function to ON, the Level to EASY, and the Bout Time to 00. By doing this you will have plenty of time to perfect your attacks. When you start to feel comfortable with the moves, start working on defense. Gradually change the game options and begin playing the other game modes.
- Watch for the chance to knock your opponent out of the ring. Once you maneuver your opponent to the edge of the ring, all it takes is a few well-timed attacks!

## TOP WARRIORS

| Player | Fighter | Last Opponent and Score |
|--------|---------|-------------------------|
|--------|---------|-------------------------|

## TWO-PLAYER BATTLE RESULTS

| Player | Fighter | Player | Fighter | Winner |
|--------|---------|--------|---------|--------|
|--------|---------|--------|---------|--------|



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To receive U.S. warranty service, call the Sega Consumer Service Department at:  
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:  
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DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL STORE. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

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